

ANCIENT LAND OF



FALCOM

TM



KYJDAI

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I. QUICK START INSTRUCTIONS

Start the Program

IBMITANDY

Start your computer with a DOS disk (2.1 or higher). If you wish to save your progress, make sure you have a formatted floppy disk handy. At the A> prompt, insert Ancient Land of Ys Program Disk into drive A. Type YS and hit the ENTER key. When prompted, insert the Ancient Land of Ys Data Disk into the drive. You will see the opening graphics. Press any key if you wish to skip the opening and start the game.

Apple IIGS

Insert the Ancient Land of Ys Program Disk into any 3.5" drive connected to your system. If you wish to save your progress, make sure you have a formatted floppy disk handy. Turn on your monitor and computer. When prompted, insert the Ancient Land of Ys Data Disk into the drive. You will see the opening graphics. Press any key if you wish to skip the opening and start the game. NOTE: If the program does not load, check your IIGS Control Panel Slot settings. For more information on how to use the IIGS Control Panel, please refer to your Apple IIGS Owners Manual.

Press Any Key to Start the Game

Use the up/down/left/right cursor keys, or joystick to move the character around the screen.

Talk to People

The townspeople are very friendly. Talking to them might reveal some vital information. To begin a conversation, walk in front of them and stop. To end the conversation, press any key or move the joystick.

Wander Into Houses

The people around here are more than happy to help out a brave and daring soul who promises to rid the country of evil. Go to each house and see what the villagers have to offer.

Buy Useful Items

You should visit the weapon shops in town. Check how much gold you have and buy what you can afford.

Equip Yourself

After you buy (or find) a sword, shield, or armor, you must select that item to use it. To do this, press the "I" key to call up your inventory menu. Use the cursor keys to highlight your choice of sword, shield, and armor. Press the RETURN/ENTER key to exit the inventory screen.

Get Going!

Now that you're properly equipped to do battle, you should leave the town and begin your quest. But wait, perhaps you should talk to the fortune teller first. She's been looking for someone like you.

Load Game

IBMITANDY

To load a previously saved game press the F1 key.

Apple IIGS

To load a previously saved game press the CONTROL key and the 1 key at the same time.

Save Game

It is recommended that you save your game at various stages of progress. This will come in handy if your character should happen to be defeated. It is HIGHLY recommended that you save your game before you do battle with one of the large monsters.

IBM/TANDY

To save your game press the F4 key.

Apple IIGS

To save your game press the CONTROL key and the 4 key at the same time.

Special Keys

Please refer to the section entitled "Special Keys" under THE BASICS. These keys allow you to switch input modes (keyboard, joystick), turn sound on or off, and exit the game.

Troubleshooting

If you encounter any problems with the graphics display, please refer to the section of this manual on "Choosing Graphic Modes."

II. BACKGROUND

Long ago there was a land called Ys. The people of Ys were not rich, but they were content with their lives. Then one day a farmer discovered a precious metal known as kureria in the hills near his village. He shared his discovery with his countrymen and before long, they had become wealthy beyond their wildest dreams. For a time they reveled in their riches, but then suddenly a curse fell upon the land. Lava spewed from the ground and burned the fields. No one escaped the destruction. Terrified, the people went to the six old wisemen of Ys for advice. The wisemen told them that the precious metal kureria was the cause of all the evil that had befallen them. To save themselves, the people gathered up all the kureria and sealed it in a vault in the Holy Shrine of Sarumon. They erected magical statues of two goddesses to guard the vault. Soon after this was done, life in Ys returned to normal.

4 Now, many years later, Ys is in trouble again. The evil wizard Malificus, a descendant of one of the wisemen of Ys, has seized the six Books of Ys. These books contain the secret of kureria's magic power. With the knowledge gained by reading them, Malificus has changed the guardian statues into mortals, unearthed the hidden kureria, and sent an army of monsters to terrorize the people of Ys. The entire land is under his control. Only by recovering the six Books of Ys, can the people hope to regain their land and end the evil reign of Malificus. But this is no easy task. Malificus has entrusted five of the Books to five huge monsters, hidden throughout the land. The sixth and final book he holds himself. Your mission is to recover all six Books of Ys. If you fail in your quest, the people of Ys will live forever under the evil rule of Malificus!

III. THE BASICS

Minimum Memory and Compatibility Requirements

To run Ancient Land of Ys you must have:

IBM/TANDY

1. IBM/Tandy or 100% compatible computer
2. 5.25" or 3.5" disk drive
3. MS DOS or PC DOS 2.1 or higher
4. CGA, EGA, VGA, Tandy 16 color, or Hercules Monochrome graphics adapter
5. 384K of memory
6. A blank, formatted disk on which to save your game in progress

NOTE: If you get a memory error while trying to boot Ancient Land of Ys on a machine with 384K, you should remove all memory resident programs and try again.

APPLE IIGS

1. Apple IIGS
2. 3.5" disk drive
3. 512K of memory
4. Analog RGB monitor (Ys will work with a composite monitor, but looks better on an RGB monitor.)
5. A blank, formatted disk on which to save your game in progress

How to Make Backup Disks

Although the Ancient Land of Ys disks are copy protected, you can make backup copies of both game disks.

IBM/TANDY

Use the DOS command **DISKCOPY** to copy both Ancient Land of Ys disks onto blank floppy disks. If you have any questions regarding the use of the **DISKCOPY** command, please refer to your DOS manual.

Apple IIGS

Use a ProDOS utility or a ProDOS copy program to copy both Ancient Land of Ys disks onto blank floppy disks. If you have any questions regarding the use of the utility program or copy program, please refer to the utility program or copy program's manual.

Hard Disk Installation - IBM/Tandy Only

Although the Ancient Land of Ys disks are copy protected, you can install the program on your hard disk. Once installed, you will only need to insert your master disk for a moment each time you start the program. You will need approximately 1 megabyte of free space on your hard disk to install Ancient Land of Ys.

The program comes with an installation program that will create the required sub-directories on your hard disk for the Ancient Land of Ys files. For the following example, it is assumed that you will insert the original Ancient Land of Ys disk into drive A and your hard disk is drive C. If you insert the disk into a different drive, please substitute the correct drive letter in place of the letter A. If your hard disk is a drive other than C, substitute the correct drive letter for the letter C.

1. Boot your computer to the DOS prompt.
2. Insert Ancient Land of Ys Program Disk into drive A.
3. Type A:
4. Type INSTALL C: This program will create a sub-directory called YS on your hard disk and install all the game files in their proper sub-directories. Proper usage of the install program is INSTALL (Drive). Ex.: INSTALL C: All Ancient Land of Ys files should now be copied to your hard disk.

NOTE: You can manually install Ancient Land of Ys on your hard disk without using the install program. If you do this, you must make sure that all files from both disks are placed in the correct sub-directories. Manually installing the program is NOT recommended.

Selecting Graphic Modes - IBM/Tandy Only

Upon boot-up, the Ancient Land of Ys program will display a menu for selecting the proper graphics mode on your computer. If you do not know which graphics adapter is in your computer you can choose menu option # 5 and let the program attempt to select the best graphic mode available on your computer. The available graphic modes for each supported graphic adapter are outlined below:

IBM or compatible with Hercules Monochrome card

On an IBM or compatible with a Hercules Monochrome card, Ancient Land of Ys will run in Hercules mode.

IBM or compatible with CGA card

On an IBM or compatible with a CGA card, Ancient Land of Ys will run in CGA mode.

IBM or compatible with EGA or VGA card

On an IBM or compatible with an EGA or VGA card, Ancient Land of Ys can run in either CGA mode or EGA mode.

Tandy 1000 series

On a Tandy 1000 series computer, Ancient Land of Ys can run in either CGA mode or Tandy 16 color mode.

Getting Started

IBM/TANDY

1. Turn on your computer and monitor.
2. If you are running off a floppy disk, you should format a blank floppy disk on which to save your progress.
3. Insert Ancient Land of Ys Program Disk into drive A.
4. If you are running Ancient Land of Ys from the floppy drive, at the A: prompt type YS and hit the ENTER key.

If you have installed Ancient Land of Ys on your hard disk, switch to the directory in which the Ancient Land of Ys files are located. Next, type YS and hit the ENTER key.

Apple HGS

1. Insert the Ancient Land of YS disk into your 3.5" drive.
2. Turn on your monitor and computer.

At this time, the program will automatically access the floppy disk drive to check for the original program disk. If the original Ancient Land of Ys Program Disk is not in the default drive, you will be prompted to insert Ancient Land of Ys Program Disk at this time.

If you are running the program off a floppy disk, the program will take a moment to load. When it is finished loading you will see the opening graphics. Press the SPACEBAR or ENTER/RETURN if you have already seen the opening and wish to skip the introduction. This will bring up the main village screen. Use the CURSOR keys or JOYSTICK to move the character (Arick) around the village. IBM/TANDY NOTE: If you do not see the opening graphics at this time then Ancient Land of Ys most likely had trouble determining the proper graphics mode for your computer. At this time please refer to the section entitled Selecting Graphic Modes.

Special Keys

GAME

S - Display characters status

I - Display Inventory

R - Read a Book of Ys (You can only do this after certain requirements are met.)

ENTER/RETURN - Hit this key to use an item that you have selected in your inventory.

F1 (IBM) - Load a previously saved game.

F4 (IBM) - Save a game in progress.

CONTROL 1 (IIGS) - Load a previously saved game.

CONTROL 4 (IIGS) - Save a game in progress.

TECHNICAL

ESC - Pause the game. Press any key to unpause the game.

CONTROL S - Toggle among three sound modes. You can play the game in the following three sound modes:

1) Music Only 2) Sound Effects Only

3) Music/Effects Off

CONTROL R - End the current game (without saving) and start a new one.

CONTROL J - Toggle joystick control on/off.

When you turn the joystick on the program will allow you to calibrate the joystick.

CONTROL Q - Quit game without saving and exits to DOS.

IV. USING THE PROGRAM Using the Keyboard or Joystick

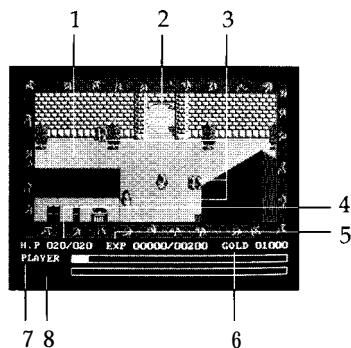
Keyboard

Use the CURSOR keys to move around the land of Ys. In the Inventory screen use the up and down CURSOR keys to choose from the different categories. Use the right and left CURSOR keys to select a particular item. Press the ENTER/RETURN key to exit the Inventory screen. Press the ENTER/RETURN key to use the special item that you have selected in your inventory. Use the ESC key to cancel a choice.

Joystick

Use the JOYSTICK to move around the land of Ys. In the inventory screen move the joystick up and down to choose from the different categories. Move the joystick right and left to select a particular item. Press the #1 button to exit the Inventory screen. Press the #1 button to use the special item that you have selected in your inventory. Use the #2 button to cancel a choice.

Main Screen



1. MAIN VIEW

This is the area where all the action takes place.

2. ARICK

You are Arick, the brave warrior who must restore peace to the land.

3. TOWNSPEOPLE

Try talking to some of the townspeople.

4. HIT POINTS

Your hit points are displayed on the left. The maximum hit points for the current level are displayed on the right.

5. EXPERIENCE

Your experience points are displayed on the left. The number of experience points needed to rise to the next level is displayed on the right.

6. GOLD

This tells you how much gold you are carrying

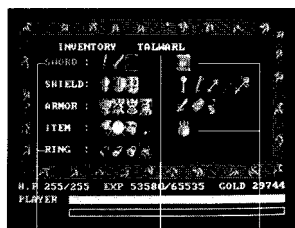
7. ARICK'S LIFE METER

The yellow bar represents your maximum hit points available. When you are hurt, the length of the yellow bar will decrease.

8. ENEMY'S LIFE METER

This is a representation of your current enemy's hit points. When you damage your opponent, the length of the yellow bar will decrease.

Inventory Screen



3

1

2

1. CURRENT ITEM

As you move through your inventory, the name of the highlighted item will appear.

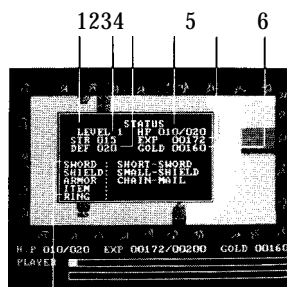
2. SPECIAL ITEMS

These are items that you will pick up on your quest. They can not be selected. When the time comes to use them, they will be activated automatically.

3. WEAPONS AND MAGIC ITEMS

Use the joystick or cursor keys to highlight the weapon and/or magic items that you wish to use while exploring.

Status Screen



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1. LEVEL

This is your current overall level. It will increase from 1 to MAX as you gain experience.

2. STRENGTH

This represents your current strength. You will gain more strength as you increase levels and collect stronger weapons.

3. DEFENSE

This is your current defensive power. Your defensive power will go up as you increase levels and get more powerful shields and armor.

4. HIT POINTS

These numbers indicate your current hit points versus maximum possible hit points for your level. After a battle, you can check here to see exactly how much damage you sustained.

5. EXPERIENCE

Your current amount of experience points are displayed here.

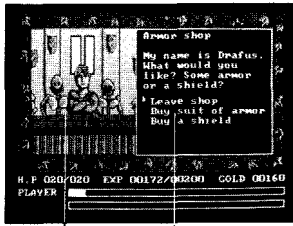
6. GOLD

This shows the amount of gold you are carrying. You can get gold by killing monsters and by doing good deeds.

7. ACTIVE ITEMS

This area displays the current weapons and magic items that you have highlighted in the inventory screen.

Bartering Screen



1 2

1. RESIDENT

You will see many different characters in different house. Try visiting all the houses - there are many types of people in this land.

2. INFORMATION AND OPTIONS

When you enter a house, the resident or residents will greet you. Perhaps you should talk to them. They may have something of value...

Special Items

Wing



This item will transport you to the village from any location. It is said, however, that once you enter the tower it is very dangerous to use the wing. If you try it, you may become trapped in stone.

Healing Potion



A vial of healing potion will restore your hit points in locations where resting won't do any good. One vial will fully restore your hit points. Use these vials wisely.

Mirror



The mirror will freeze monsters for short periods of time. Be careful of how often you use the mirror; using it too much will cause it to shatter. And you know what that means...

Magic Rings

Power Ring



This ring will increase your strength and make you more powerful. You will do twice as much damage to your enemies.

Healing Ring



If you wear this ring and stand in one place, your hit points will restore in places where you normally aren't able to heal.

Ring Mail



Wearing this ring increases your defensive ability. Enemies will only inflict half as much damage to you.

Timer Ring



This magic ring causes enemies to move at half their normal speed.

Other Items

Mask

The mask will allow you to see things you otherwise would not see. There is said to be hidden passages in some of the walls. While you wear the mask, you cannot see any attacking monsters.

Sapphire Ring

This ring was lost by some poor soul. Maybe he will reward you for returning it.

Evil Ring

Wearing this ring by itself could be dangerous to your health! Maybe if worn with a necklace?

Enemies

Kaenine



These dog-wolves rarely attack humans, but if you get in their way you'll soon feel their razor sharp fangs.

Mutant Dwarves



Known to be the nastiest of the numerous midget races. They live for battles and love the sight of blood. Thankfully they are only armed with short swords and are easily defeated.

Black Knights



Zombie knights that are apparently under someone's control. Covered entirely with armor, these creatures give off an ungodly stench of death.

Eyebols



Their origin is unknown. One story is that they are giant dragons' eyes surrounded by rocks. They can only see straight ahead so attacking from the rear might be a good idea.

Bone Warriors



Partial skeletons of a strange animals that once roamed the land of Ys combined with the arm bones of a man. Possessed by demons, they carry a long sword and charge their victims like a raging bulls.

Feralyans



Originally these wild beasts were found only in the far away country of Tomio. Probably captured and brought here by hunters, they have become even more ferocious.

Gubdebs



Four-legged monster insects unique to this region. They capture their prey with their powerful pincers.

Gelbeafras



Powerful foes with gelatinous bodies. They are said to have the power of regeneration. A severed arm will immediately heal. Their eyes are their weakness.

Screamers



Ghostly fireballs that can't be extinguished, even with water. A blow to the skull is the only way to defeat these burning menaces.

Diabolus



These evil sentries serve the King of Darkness. They carry a glowing sword and chant a magic spell as they attack.

Forrestwalkers



Made of a oak trees, these evil monsters walk softly but carry a huge stick. One blow with a strong sword will defeat them, but if your sword is not strong enough - watch out!

Vermians



Giant worm-demons. They are said to be as long as two humans and weigh as much as three. Said to eat only plant matter, lately they seem to have taken a liking to meat... especially human meat.

Headquats



In the age of darkness this giant race raged upon the earth. All were thought to be extinguished, but they have appeared once again. This time only their heads have come back.

Nofenix



This beastly bird appears to be the resurrected phoenix, but isn't. It attacks with its sharp talons.

Armagots



A ghastly mixture of man and insect. No one is quite sure where these ugly creatures came from. They have two hearts and move extremely fast.

Death Lords



Warriors who have sold their souls to the devil. They wear powerful brass armor and helmets. Only a very experienced swordsman can defeat these highly skilled fighters.

Mirvmen



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Demons that devour disembodied human spirits that are wandering in space. When no spirits are available, they will kill humans and devour their freshly released spirits.

Madabacs



They paralyze their opponents with strong electric currents released from their tentacles. They move slowly, so if approached with care, they can be defeated. Rumor has it that they eat only the brains of defeated opponents.

VI. WARRANTY

Kyodai's Limited Warranty Information

Kyodai warrants for a period of ninety (90) days following the original retail purchase of this copy of Ancient Land of Ys that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Kyodai's Technical Support Department at (415) 492-3592 between the hours of 8:30 a.m. and 5 p.m. (Pacific time), Monday through Friday. Kyodai technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Kyodai will inform you how to obtain a corrected program disk (or, at Kyodai's option, Kyodai may authorize refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

Disk Replacement Policy

If the disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse by the customer, please return the defective disk together with a dated proof of purchase to Kyodai Software, 58 Mitchell Blvd., San Rafael, CA 94903, for a free replacement. This policy applies to the original purchaser only.

Kyodai will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$5 per disk plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Kyodai.

Limitations on Warranty

Unauthorized representations: Kyodai warrants only that the program will perform as described in the user documentation. No other advertising, description, or representation, whether made by a Kyodai dealer, distributor, agent, or employee, shall be binding upon Kyodai or shall change the terms of this warranty.

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